

 in: Class 1, Anomalous Levels, Levels, Unrestricted Levels



Fragmented Recollections

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Survival Difficulty: Class 1


- >> Safe
- >> Stable
- >> Devoid of Life

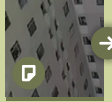
“It tore our hearts to witness the man we knew was reduced to a mere shell of himself, struggling to even understand the simplest of concepts.”




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
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Level 188


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shares similar details

al outlets, and the

unevenly-arranged fluorescent lights that still faintly illuminate the space

remain to be present. However, traversing deeper into the level may lead to reminiscence of a particular structure within The Frontrooms known as "Revolution Raceways". Furthermore, as wanderers delve deeper into the level, they may experience even more significant alterations that mirror locales they've experienced.

The air quality and temperature fluctuate inconsistently. Different pockets expose wanderers to a variety of foreign particles, such as microplastics. Furthermore, small portions of the level that experience freezing temperatures can suddenly have scorching winds blow through, creating an amalgamation of climates.

These conditions become even more discomforting due to the lack of proper ventilation systems; as a result, the stagnant air quality and temperature persist for prolonged periods, increasing the difficulties faced by wanderers within the level. Consequently, wanderers may find it challenging to adapt to the ever-shifting atmosphere, navigating through a complex interplay of environmental factors that constantly impact their well-being and comfort.

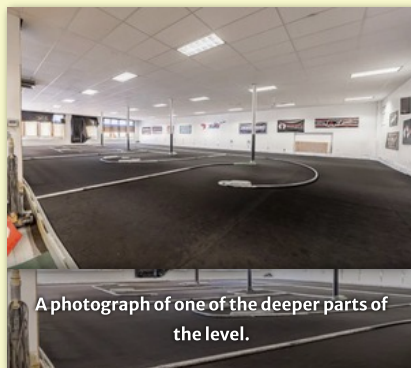
The harsh glare emitted by light sources, when stared at directly, has the potential to overwhelm you, leading to feelings of disorientation and nausea. In rare cases, wanderers who are directly looking at these bright lights may experience severe migraines accompanied by a temporary loss of vision.

Progressing further into the level will cause the layout and design to abruptly transition into an expansive store filled with an array of items; these items are mostly food, water, and other necessities.

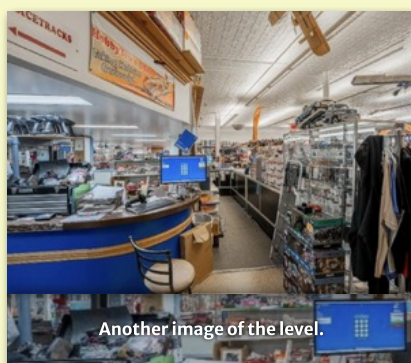
Adjacent to this store lies an abundance of empty indoor raceway tracks. Upon closer examination, it becomes evident that both of these

areas possess remarkable resemblances to the building in Wisconsin that was previously mentioned. The architectural features, structural designs, and overall aesthetics bear a strong resemblance to each other, creating a cohesive visual connection that is noteworthy. Beyond these initial sights will lead to locations that a wanderer will find familiar. This section of the level is not identical for all wanderers, unless if two wanderers share similar memories of a certain place. The temperature and air quality will continue to inconsistently change, and the light sources will still overwhelm wanderers who stare directly at them.

Hallucinations are a common phenomenon that is frequently reported within the level, particularly in moments of heightened stress or exhaustion. These



A photograph of one of the deeper parts of the level.



Another image of the level.



An image of what the photographer found "familiar".

hallucinations often manifest in the form of shadow-like figures that seem to subtly move in the corner of the eye. They've been observed attempting to lead wanderers to certain directions. Despite their supposed intentions to help, a closer examination reveals a pattern where these hallucinations direct wanderers towards unexpected dead-ends.

Wanderers who exhibit within the level will have their memory slowly fade away. This gradual process begins with minor memories beginning to fade first, slipping away like fragments of a dream upon waking. Eventually, these irrelevant memories are overtaken by the fading of significant core memories. As time unfolds more, a wanderer's very essence begins to erode, leading to the loss of basic human functions such as the ability to communicate, move, think, and even the instinct to breath, all slipping away into the vast sea of forgotten recollections. Fortunately, this process takes around 1-2 weeks to fully finish, which is plenty of time for wanderers to exit the level before any important memories are forgotten.

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Entities

Because direct contact is yet to happen between two living beings, the level is overall assumed to be devoid of any life.

Colonies and Outposts

Due to the anomalous nature of the level, creating a colony or outpost is infeasible.

Entrances and Exits

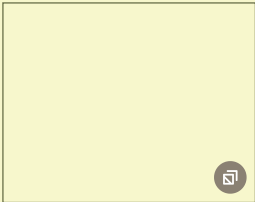
Entrances

- Entering a door on Level 0 labelled as "Revolution Raceways" will lead you here.
- Nocliping into the walls of Level 6 will bring you here.
- Opening a yellow door in the ground on Level -6 will lead you here.
- Undetermined factors in Level 18 may bring you here.

Exits

- Finding a stairway and descending downwards will lead you to Level 1.
- Nocliping into a painting will bring you to Level 87.
- Entering an out-of-place hospital corridor will lead you to Level 419.

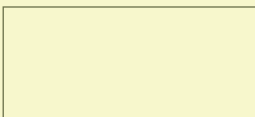
Gallery



The raceway track.



An image of the level; the wallpaper has been torn out.





Another photo of the raceway track.



Another image of the level.

>Everywhere at the end of time...

<< Level -1000 | Fragmented Recollections | Level 1000 >>

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